

Parallel H-Adaptivity Applications in the ALEGRA Code

Michael Wong

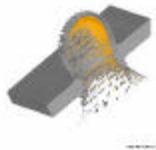
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*Sandia is a multi-program laboratory operated by Sandia Corporation, a Lockheed Martin Company, for the United States Department of Energy under contract DE-AC04-94AL85000.

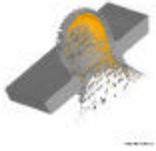




Introduction

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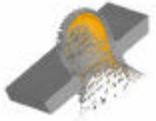
- **Overview**
- **H-Adaptivity Implementation**
 - **Topology and Data Structures**
 - **Parallelization**
 - **Error Metrics**
 - **Load Balancing**
- **Current Research and Issues**
- **Conclusions**



Overview: ALEGRA

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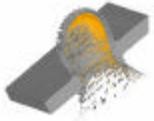
- **ALEGRA is a strong shock wave and coupled physics code designed to solve high strain rate, high energy, problems.**
- **Customers**
 - Sandia Pulsed Power Research
 - Sandia Computational Physics
 - DoD Applications
 - DoE Defense Program
- **Some Features**
 - 2D/3D Geometries
 - Lagrangian Physics (Pronto kernel)
 - Multi-Material Arbitrary-Lagrangian-Eulerian (ALE) Physics
 - H-Adaptivity
 - Massively Parallel Architecture
 - Variety of Material Models and Flexible Interface



Overview: H-Adaptivity

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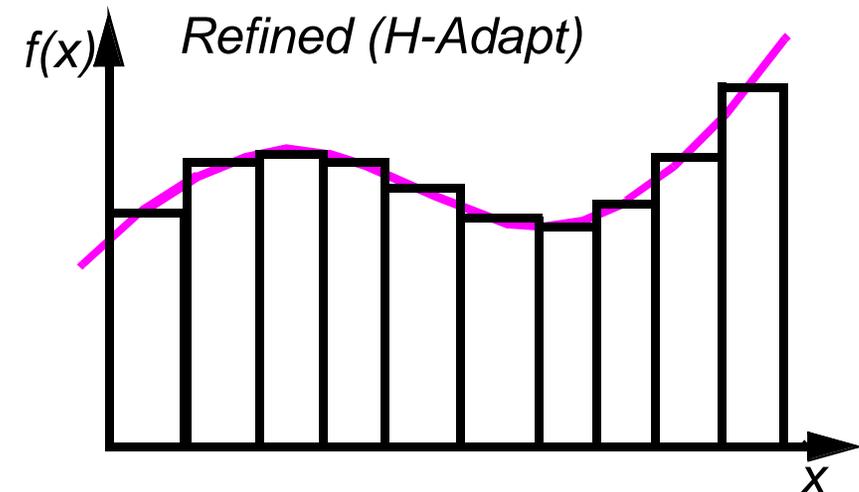
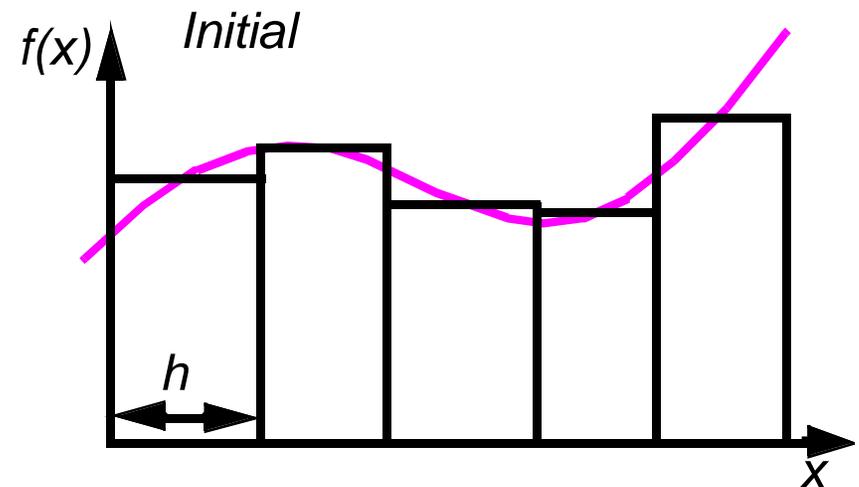
- **Objective: to provide efficient, high precision simulation capabilities for ALEGRA through flexible, robust h-adaptivity of finite elements.**
 - **Efficiency: Use less memory, less computational time than a non-refining mesh providing the same maximum resolution.**
 - **High Precision: Provide fine, highly resolved mesh where and when such precision is needed.**
 - **Provide new and unique capabilities which augment spatial discretization (e.g., initial mesh refinement, arbitrary mesh creation).**
- **Critical technologies for H-Adaptivity**
 - **Dynamic Load Balancing**
 - **Parallelization of Adaptivity**
 - **Error Measurement and Refinement Drivers**

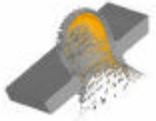


Adaptivity Concept

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- **H-Adaptivity**: refinement of finite element mesh by increasing the number of elements (changing h , characteristic element size)

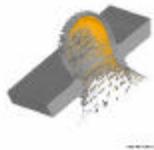




Motivations

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- **Spatial resolution requirements of the largest problems will exceed the available computing resources for the foreseeable future.**
- **Selective high resolution regions necessary but only for small periods of time.**
- **Multiple and different computing platforms and architectures expected.**
- **Current platforms:**
 - Workstations (SUN, HP, SGI, IBM) / OS's (Solaris, HPUX, IRIX, AIX, OSF/1)
 - Clusters (SGI Origin2000, DEC, Cplant)
 - Supercomputer (ASCI Red, Pacific Blue, Mountain Blue)



H-Adaptivity Implementation

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- **Data Structures**
 - **Topological Entities: Element, Face, Edge, Vertex**

Entity (*Vertex / Edge / Face / Element*)

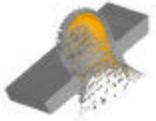
Data:

Variable Data
Material Data
Attributes
Connectivity pointers
Genealogy pointer

Functions:

Geometry (length, volume, etc)
Calculus (grad, integral, etc)
Adaptivity
(refine/unrefine,split/join)
Connectivity & Attribute access

- All data and functionality contained in entity: departs from traditional array based storage; storage in cache-sized chunks.
- Entities contain only variables *registered* at runtime, by the physics algorithms



H-Adaptivity Implementation

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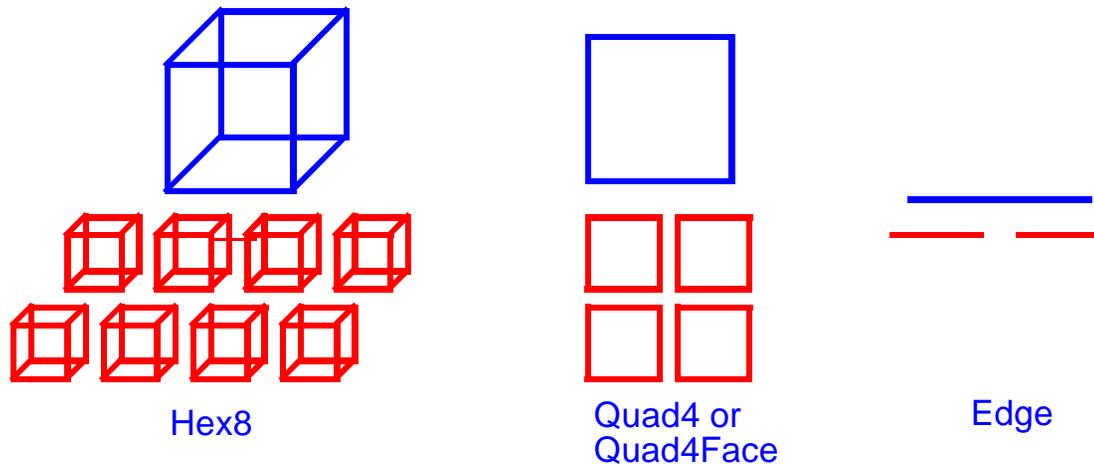
- **Data Structures (continued)**

- **Linked Lists for managing entities in the algorithms**

- » Replaces traditional DO loop of array-based codes
- » Currently links all active entities
- » Linked List for collection of local and ghost entities.
- » Additional lists created as needed on a temporary basis

- **Genealogical Trees for managing refinement paths**

- » Tree structure used to relate parent object to children.
- » The breadth of the tree depends on the specific object.
- » All objects (except Vertex) are capable of parent-child relationship.

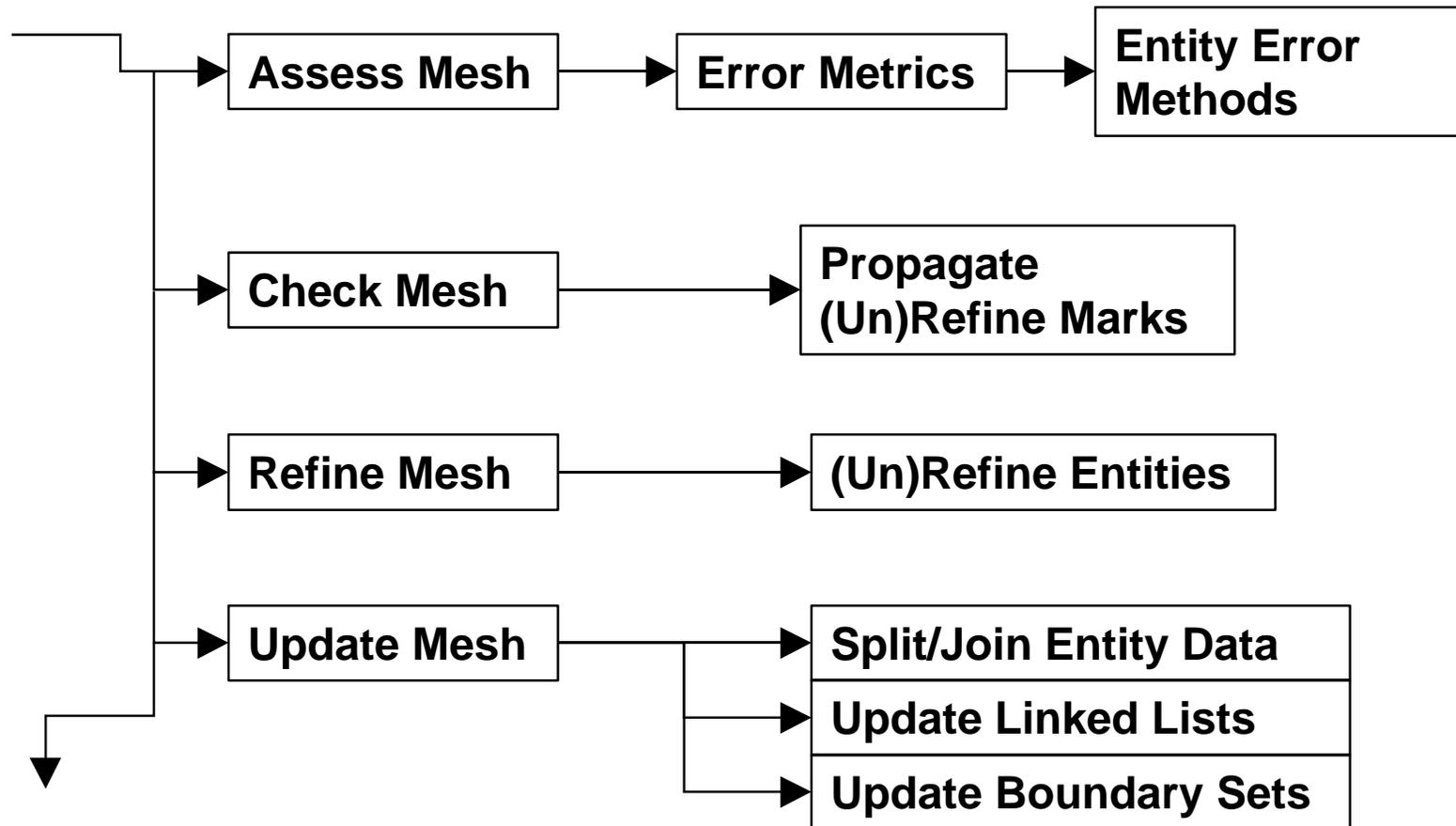




H-Adaptivity Implementation

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- **Adaptivity Control**



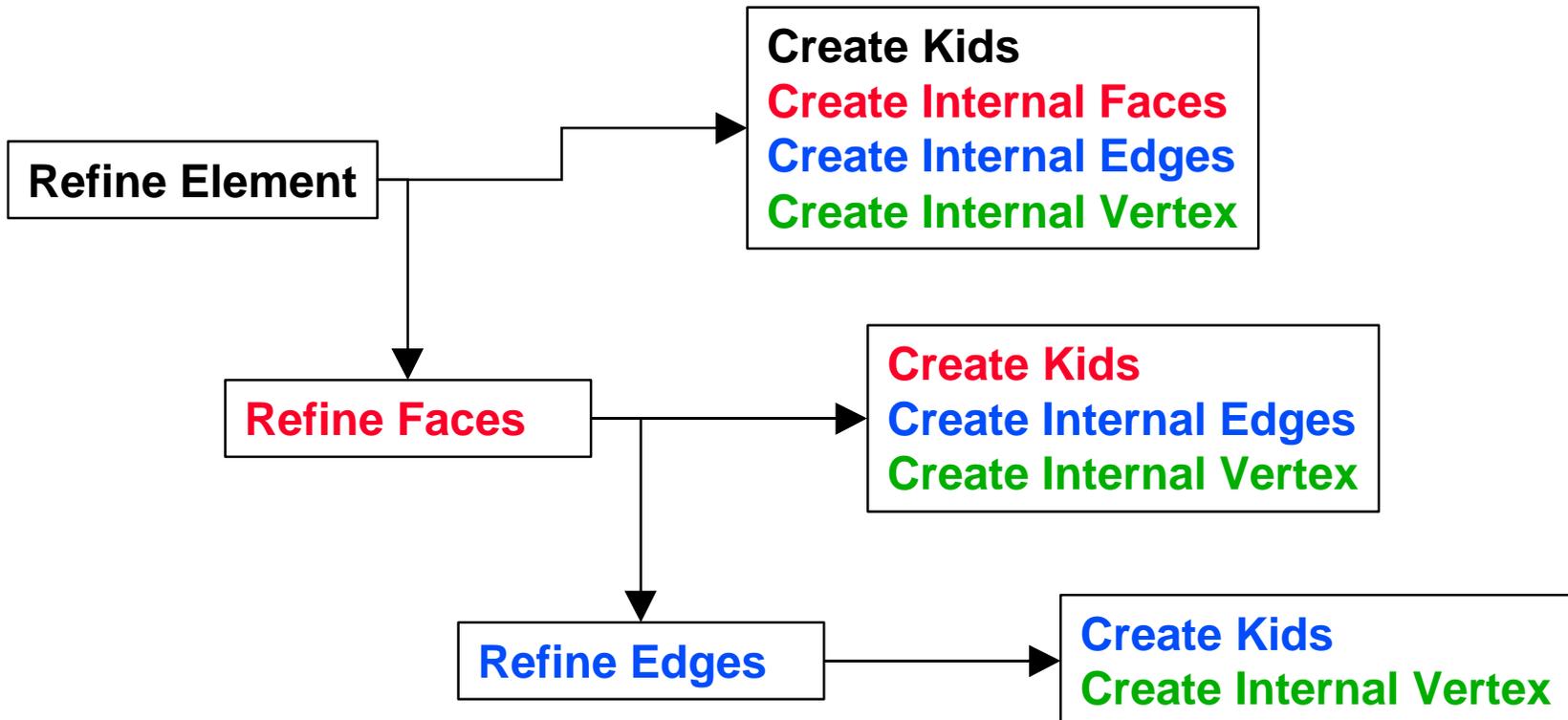


H-Adaptivity Implementation

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- **Refinement/Unrefinement of Elements**

- **template approach: refinement of an element produces specific entities with specific connectivities.**



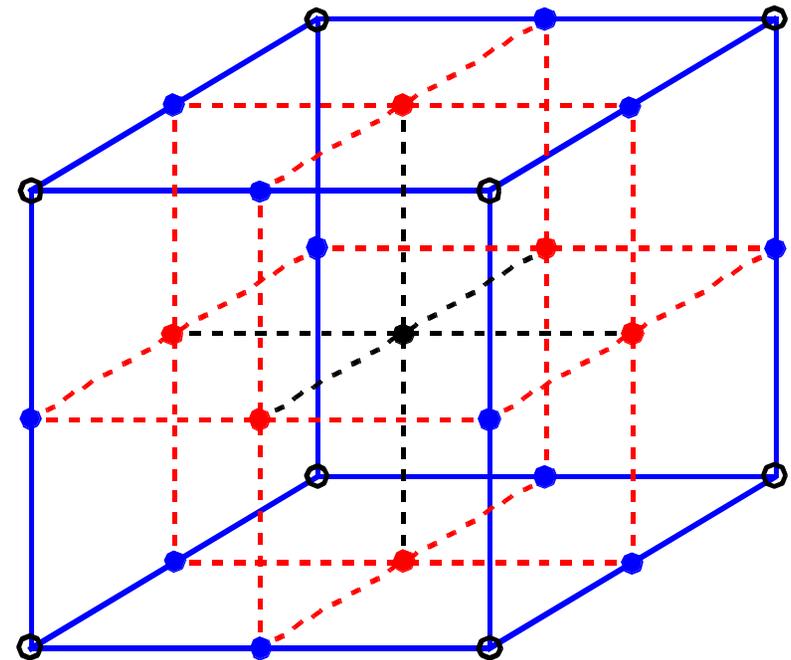


H-Adaptivity Implementation

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- Refinement/Unrefinement of Elements

ENTITY	PARENT	REFINED	KIDS	CREATED	SPLIT
Element	1	8	8	0	8
Face	6	36	4	12	24
Edge	12	54	2	(face) 24 (internal) 6	24
Vertex	8	27	0	(edge) 12 (face) 6 (internal) 1	0

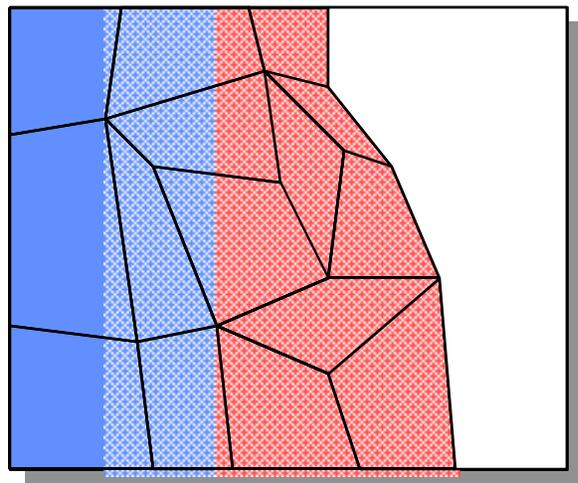




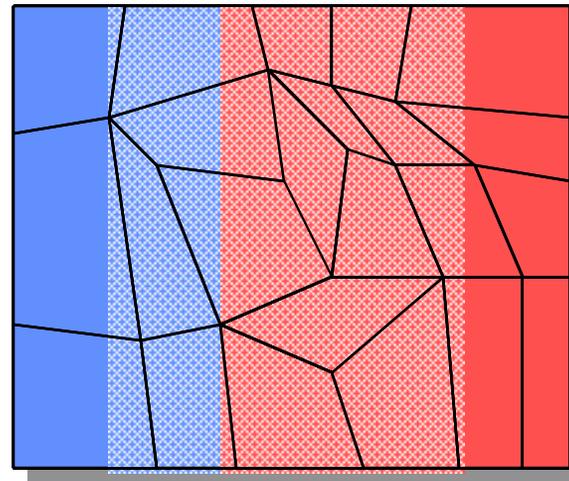
Domain Decomposition in ALEGRA

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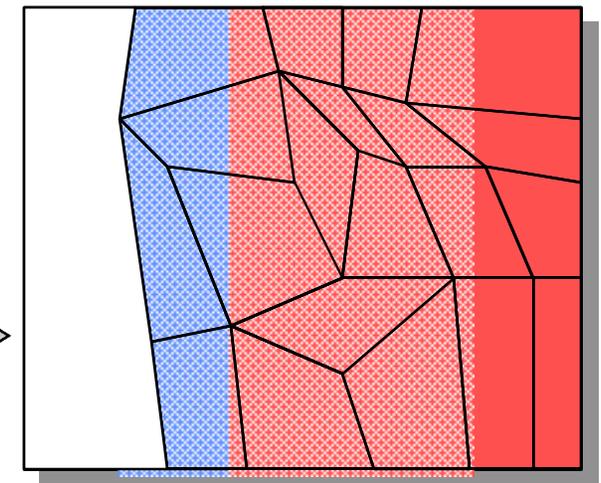
Elements on Processor 1



-  Local elements
-  Local elements on processor boundary
-  Ghost elements



Elements on Processor 2



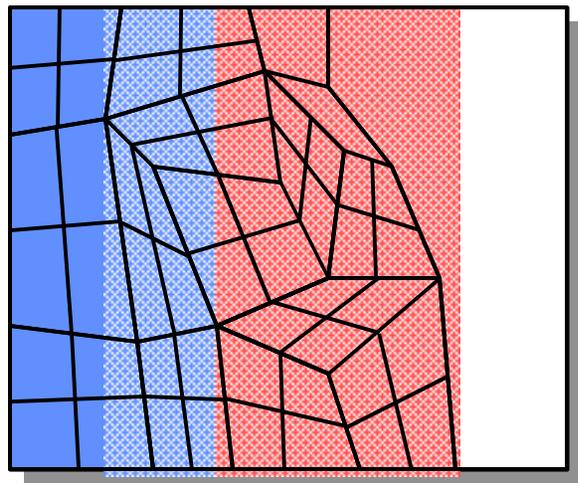
-  Local elements
-  Local elements on processor boundary
-  Ghost elements



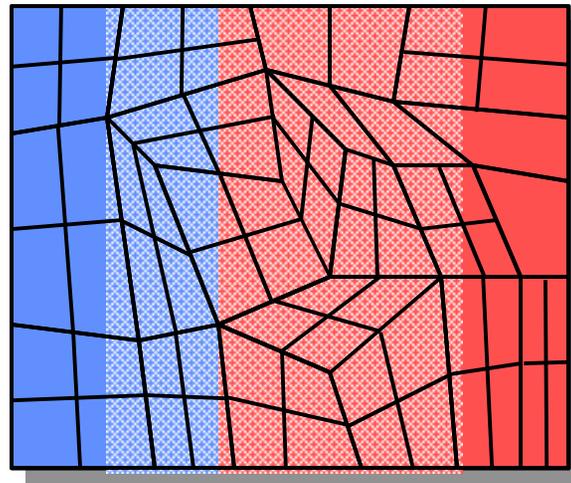
First Stage of Parallel Adaptivity

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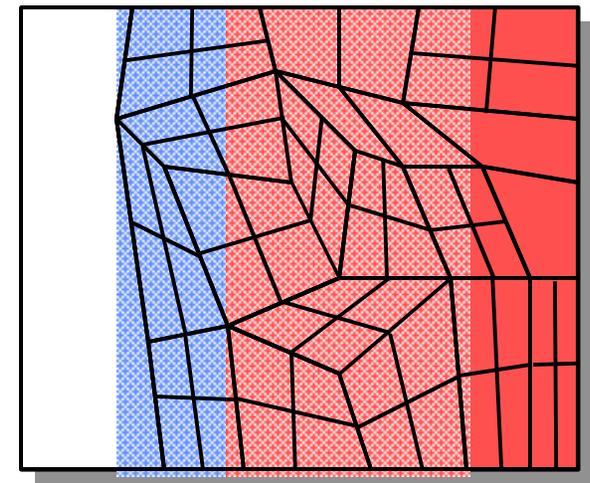
Elements on Processor 1



-  Local elements
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Elements on Processor 2



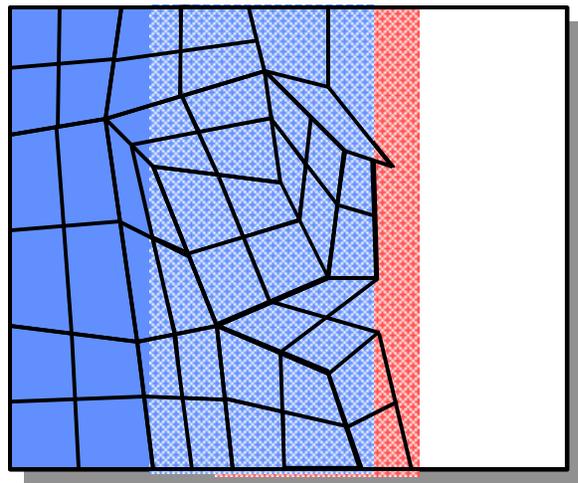
-  Local elements
-  Local elements on processor boundary
-  Ghost elements



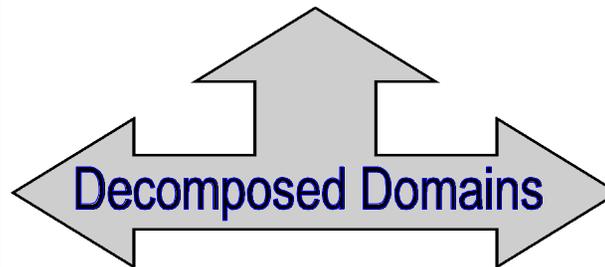
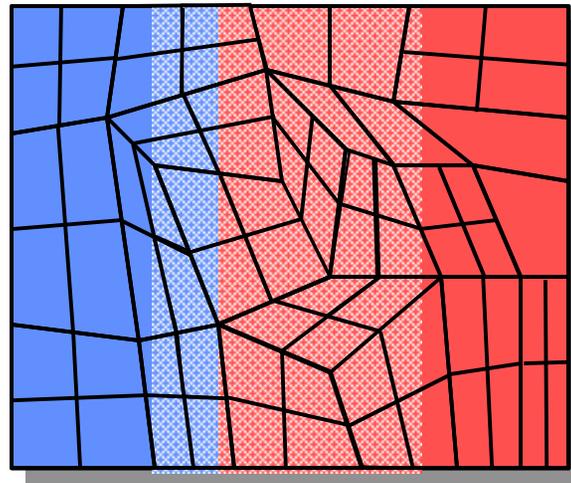
Second Stage of Parallel Adaptivity

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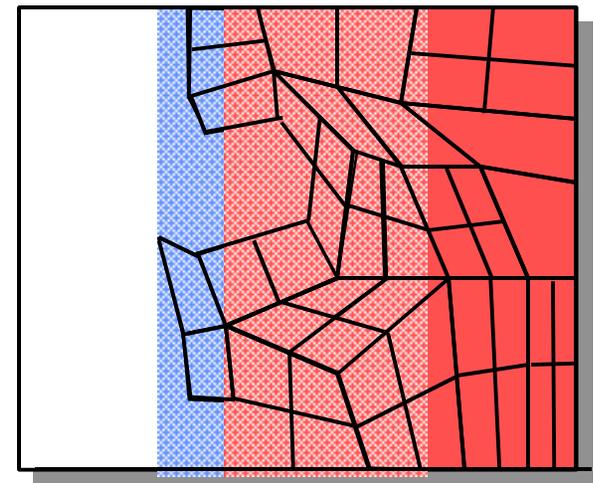
Elements on Processor 1



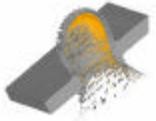
- Local elements
- Local elements on processor boundary
- Ghost elements



Elements on Processor 2



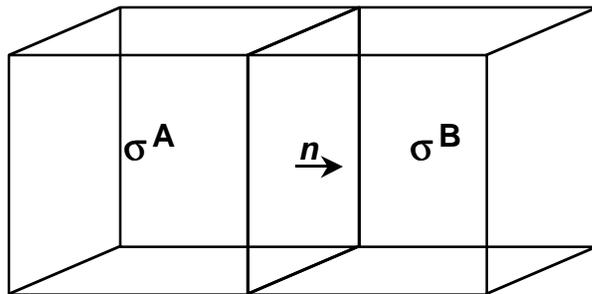
- Local elements
- Local elements on processor boundary
- Ghost elements



Error Metric Interface

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- **Objectives:**
 - flexible implementation interface
 - testbed for development and evaluation of error drivers, indicators, and estimators
 - allow for modular and composite error metrics to accommodate coupled physics
- **Currently available metric - Jump Error**

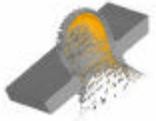


$$err = \left\| \left(\mathbf{s}^A - \mathbf{s}^B \right) \cdot \mathbf{n} \right\|$$

$err > rT$, refine

$err < uT$, unrefine

r, u, T - user parameters



Dynamic Load Balancing Approaches

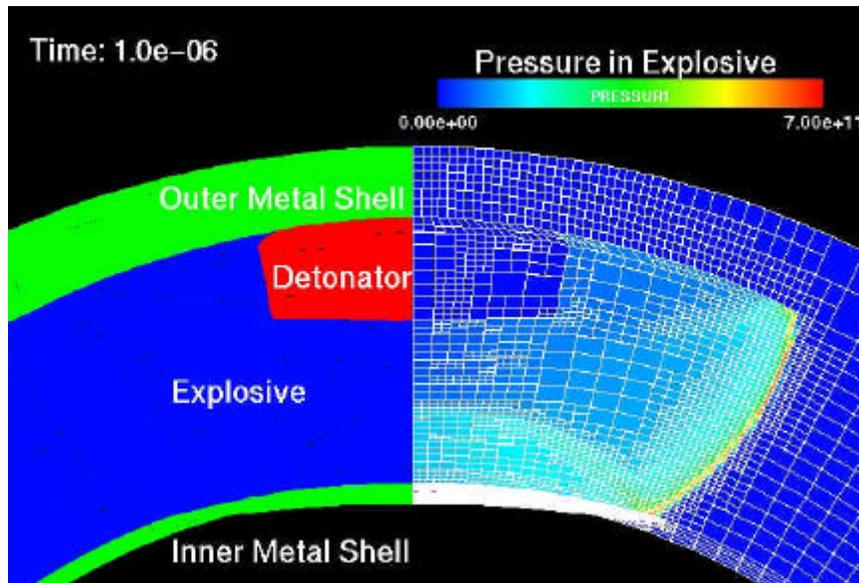
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- **Why Dynamic Load Balancing?**
 - » Five levels of adaptive refinement can multiply hex elements on a processor by a factor of 32768
 - » Load imbalance forecast factors of 10-1000 are credible
- **Possible Load Balancing Approaches**
 - » **atomic** - move single elements at will
 - » **layer** - “peel” layers of elements off processor
 - » **ancestor** - move ancestor and all children
 - » **full rebalance** - generate new domain decomposition
- **Current Status**
 - » Basic processor load information implemented
 - » Logic for “peeling” layers of elements implemented
 - » Movement methods developed that retain connectivity information and reconstruct topological entities on new processor
 - » Implementing remesh strategy with external library in development



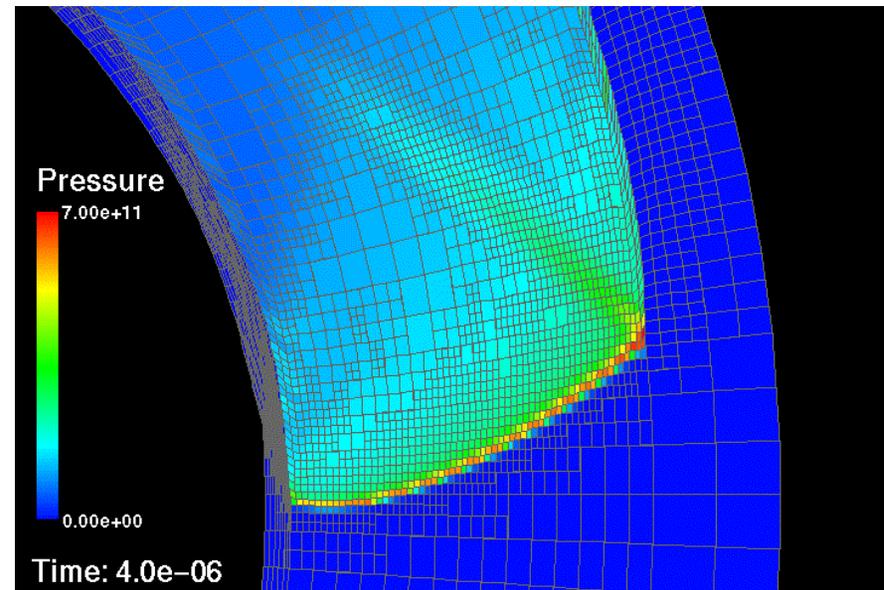
Current Status - Example

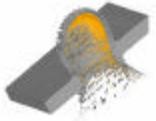
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- Explosive sandwiched between two metal shells (elastic-plastic)
- Reactive burn explosive materials
- Used Jump Error as Error Metric

- Run on 8 processors
- Limited to two levels of refinement
- Pressure painted by element

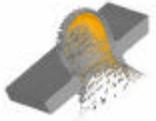




Current Research and Issues

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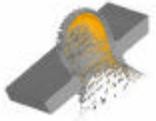
- **Large-Scale MP Shock Simulation (Tera-scale)**
 - mechanical shock wave simulations requiring adaptivity to support SBSS in ASCI
- **H-Adaptivity with Advection**
 - currently H-Adaptivity is limited to Lagrangian meshes
 - extending the H-Adaptivity capability to work with Advection allows H-Adaptivity to work on Eulerian or ALE meshes.
- **Robust and Efficient Error Indicators for Shock Propagation**
 - currently working to populate models derived from the `Error_Metric` class.
 - experimenting with published error indicator/estimator techniques
 - generalizing the `Jump_Error` to accommodate other variables and norms



Current Research and Issues

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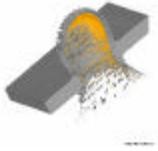
- **Robust Adapting of Variable Data**
 - projection of variable data between levels is generally simplistic
 - » copy value from parent to children during refinement
 - » average value from children to parent during unrefinement
 - » specialized methods for selected variables (e.g., `node_mass`)
 - currently do not address variables that have history and are dependent on element dimensions
 - » hourglass control
- **Robust and Efficient Dynamic Load Balancing**
 - aggressiveness of adaptivity is limited by the capability to perform efficient dynamic load balancing
 - currently integrating the basic load balancing methods with the parallel adaptive capability



Current Research and Issues

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- **Integration of Adaptivity with Non-mechanics Physics**
 - extend adaptive capability to electro-mechanical solutions
 - » electric field solution is implicit (a posteriori error estimates possible)
 - » hydrodynamics solution is explicit (i.e., use jump error)
 - » need to properly interface with linear solver package to accommodate adapted meshes
 - leverage adaptivity topology architecture to support multigrid or multilevel iterative solvers.



Conclusion

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- **Current Status of Adaptivity**
 - 2D/3D H-Adaptivity
 - Lagrangian meshes
 - Parallel 2D/3D
 - Basic dynamic load balancing
 - Solid dynamics physics
- **Work in Progress**
 - Large-Scale MP-Computing
 - Algorithm development continuing